

PLAYER PRIMER: Moonshae Isles



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PLAYER PRIMER: MOONSHAE ISLES



elcome to the Moonshae Isles. Southwest of the Sword Coast, across the Sea of Swords, the Moonshae Isles are a series of islands stocked with misty mystery and danger. This supplement is designed as a primer—a

document to give you everything you need to know to begin playing in the Moonshae Isles. Here you can find basic information on the environment, geography, and people of the Moonshae Isles. We have also adapted the Heroic Chronicle system to help you create a character centered in the region. At the end of this document is a short reading list, should you want to delve further into this environment. Enjoy!

LIFE IN THE MOONSHAE ISLES

The settlements of the Moonshae Isles are separated by boundaries both political and physical. The island coasts, craggy mountains, and deep and uncharted woods highlight the islanders' divided experiences. Some struggle to survive, clawing their way to victory over dark forces that surround them, while others live content in the relative safety of their settlements. On the seas surrounding the rocky archipelago, pirates and greedy merchants pursue riches through dubious means, and sailors take care to avoid islands inhabited by violence-inclined fomorian giants.

The three regions of the archipelago are the northern isles, the central Moonshae Isles, and the southern isles. The history of the Isles is marked by years of warring for territory and resources as well as power grabs by hungry rulers. In the background, looming quietly with no regard for civilization, is the threat of the wide variety of fey creatures that dwell in the region. Conflict between settlements, the dangers of fey and beasts, and the daily tasks necessary for a settlement's survival are key characteristics of life in the Moonshae Isles. Political tensions and the aspirations of a few visionary rulers leave plenty of room for drastic change to visit the Moonshae Isles.

The Northlanders are a diverse group of settlers and immigrants, mostly humans and elves, who have colonized

the northern isles. A warlike people, Northlanders brought with them their worship of the war god Tempus and have fought with the human settlements in the south when resources permitted—or when their resources ran dry. Most conflicts with the southern isles involve settlements who are loyal to the southern region's High King. The Northlanders also clash with the wild fey of the southern isles, as, unlike the southerners, they have little respect for the wilderness that the fey call home. The northern isles have little industry—the Northlanders depend on raids and the spoils of war to supplement their trade. Merchant ships and the pirates who prey on them are common in the northern waters.

The climate of the north is typically harsher and less welcoming than that of the south. The southern isles are home to more peaceful Ffolk who worship the Earthmother, the goddess credited with having created the Moonshae Isles. Sacred groves—gathering places for druids—can be found in these isles. The southern islands are less culturally homogenous than their northern counterparts and are divided between a multitude of cultures and peoples. These groups include the elven realms, shield dwarf settlements, druid clans, Ffolk settlements, and forests home to dark fey. The Ffolk of the southern isles make up several small kingdoms that answer to High King Derid Kendrick, who resides in the Ffolk's capital city Caer Callidyr on the island of Alaron. The primary industries of the southern isles are farming, fishing, and shipbuilding.

THE STORY SO FAR

The Moonshae Isles were originally inhabited by the Llewyr elves, a once-dominant population whose numbers and lands have shrunk over hundreds of years as settlements of various other races colonized the Isles. Northlanders, or Norls, are a war-like culture composed mostly of humans. The Northlanders spread south to the Moonshae Isles from the neighboring isle of Ruathym. Ruathym is now their primary island, though they keep their stronghold on the island of Norland. The king of the Norls is Rault the Wise, an aging man whose elderly son and grandson were killed by the Storm Maiden, a

powerful and mysterious figure who has disappeared but is expected to resurface and threaten the Norl throne. There is debate over whether Rault's granddaughter, his closest descendent, will inherit the throne at his potentially imminent passing.

On the central islands of the Moonshae Isles, a sizable population of humans called the "Ffolk" have established small kingdoms under a nominal High King on the large island of Alaron. Over time, the royal family has gradually lost its power and revered reputation. To reestablish the power of his throne and bring more unity to the islands under his kingdom, High King Derid Kendrick wishes to forge an alliance with the Rookoath dwarves of Alaron's Fairheight Range; however, his efforts have been fruitless. Elsewhere on the island, local orcs follow the lead of a mysterious shadow dragon.

The Ffolk High King also seeks to extend his reach to the sylvan island of Gwynneth by means of an embassy built at a coastal Caer. However, Gwynneth's ruler High Lady Ordalf has denied his diplomatic efforts. She is

preoccupied with the status of her son, Prince Araithe, as he fights against darker fey creatures in the northern forest of Winterglen. Elsewhere in Gwynneth, druids congregate at Myrlock Vale and ally themselves with the elves and fey of the region; here, as in other deep woods in the Moonshae Isles, the veil between the material plane and the Feywild is particularly thin.

Elsewhere in the Isles, on an island of her own, Lady "Bloody" Erliza Daressin, a vampire, plots to find those entrances to the Feywild and take advantage of them for her own means.

The Isles are filled with enough adventure that they provide plenty of possibilities for heroes at the low, medium, or high tiers of play. See "Regions of the Moonshae Isles" for locations and plot hooks, and read the "Factions of the Moonshae Isles" section to learn more about key characters in the Moonshaes and their individual motivations.





NORHEIM

KORINN

Craftenor

Northwind Strait

NORLAND

Rogarsheim

Sea of Moonshae

ALARON

Salmon Bay

Fairheight

Whitefish Bay

Caer Callidyrr

Dernall Forest

OMAN

MORAY

Caer Moray

Dynnegall

Winterglen

Myrloch Vale

Sarifal

Synnoria

Strait of Alaron

Klythyss

Sea of Swords

Trackless Sea

SNOWDOWN

Caer Westphal

FLAMSTERD

GWYNNETH

MOONSHAE ISLES

ISLANDS OF THE MOONSHAE ISLES

ALARON

Alaron is the largest and most populated island in the Moonshae archipelago. This is where the Ffolk have their stronghold, *Caer Callidyrr*. Outside of the Ffolk settlements is the *Dernall Forest*. This perilous place is filled with goblins, worgs, orcs, and trolls, and it becomes more fey the deeper one gets into the woods. The High King has ordered soldiers to patrol the forest edges lest a creature with a disagreeable disposition emerge from it and threaten the Ffolk.

Trade between the Ffolk settlements on the island happens by caravan. *Klythyss*, a port town on the south end of the island where the High King's influence is tenuous, uses mercenaries to protect trade caravans on their journeys northward.

ALARON SETTLEMENTS

Caer Callidyrr. The stronghold of the Moonshae's Ffolk and the seat of power of the High King, *Caer Callidyrr* is a bustling hub of commerce and culture found north of the *Dernall Forest*.

Dernall Forest. South of the Ffolk's capital, *Dernall Forest* is considered both a vast resource and a great threat. The deeper one goes into this forest, the more likely they are to encounter fierce and powerful creatures, such as giant elk, green hags, shambling mounds, and treants.

Fairheight Range. North of *Caer Callidyrr*, the *Fairheight Mountains* are home to the dwarves of *Clan Rookoath*. The dwarves keep to themselves when it comes to politics, though they are allied with *Clan Rustfire*, a dwarven clan on a neighboring island. The dwarves have been challenged for their lands by a young shadow dragon master of a band of orcs.

Klythyss. On the Great South Head of Alaron lies the small port town of *Klythyss*, known for fishing, trade, and shipbuilding. Its distance from the capital means the High King tends to focus his attention and resources elsewhere as he attempts to re-establish his family's power. Thus, mercenaries, often hired to guard caravans traveling north to *Callidyrr*, can be found in abundance here, where Ffolk guards may not be as prevalent.

ALARON PLOT HOOKS

Meals on Wheels (Low Tier). A caravan of food, spirits, and some livestock traveling north to *Callidyrr* never arrived. It's possible that something dangerous emerged from the *Dernall Forest* as the caravan made its way through.

Forging Friendship (Mid Tier). The *Rookoath* dwarves of the *Fairheight Range* would make a powerful ally or a devastating obstacle in the Ffolk High King's mission to strengthen his hold over Alaron and then the surrounding islands. High King *Derid* believes that helping the dwarves prevail against their enemy, a shadow dragon and its band of orcs and trolls, might persuade them to commit to that alliance.

A Meal for the Mind (High Tier). On the northwest tip of the island of Alaron, beneath the craggy mountain of *Hardangheight*, *Nymmurh*, an ancient bronze dragon, keeps a collection of scrying orbs in his lair. *Nymmurh* often visits the *City of Waterdeep* on the *Sword Coast* and takes the form of a human. However, he has decided to wander across Alaron hoping to find some piece of new or exciting knowledge. *Nymmurh* has put out the word that he is willing to share his wealth of knowledge with anyone who manages to impress or educate him.



GWYNNETH

The island of Gwynneth is home to the elven court of Sarifal under the rule of High Lady Ordalf. Sarifal shares the island with the mountain kingdom of Synnoria, where the Llewyr elves who once dominated the Moonshae Isles now live. The ruins of Caer Corwell, a former Ffolk settlement, stand as a testament to past disputes over territory. The Ffolk's High King Derid seeks to reclaim the Caer from the elves and rebuild it as an embassy.

Elsewhere on Gwynneth, druids gather in glens and vales to commune with the fey and wilderness.

GWYNNETH SETTLEMENTS

Sarifal. High Lady Ordalf rules this kingdom. Her realm has crossed between this plane and the Feywild before. While the people of Sarifal are free to come and go from the territory, Lady Ordalf keeps a regiment of guards to protect their land at all times. This kingdom tends to turn away outsiders.

Synnoria. Over centuries in which vast swaths of their territory were decided by battles and conflicts, the Llewyr elves were forced back into the mountains, where they founded the kingdom of Synnoria. They lead mostly peaceful lives at this time, though their numbers have dwindled.

Shield Dwarf Settlement. Clan Rustfire supports the Rookoath dwarves on Alaron, who are currently standing firm against the idea of an alliance with the Ffolk High King.

Myrloch Vale. Druids gather in Myrloch Vale to commune with nature and harness the potent magic source there. The human druids here, like those on Alaron and the other Ffolk settlements of the South Isles, worship a nature goddess, the Earthmother. The elves here hold to a diverse range of beliefs and relationships to nature. What they share is a respect for nature and an awe of the thin veil between this plane and the Feywild.

Winterglen. Prince Araithe, the son of Lady Ordalf, holds strong against the dark fey that lurk in the forest of Winterglen. His battalion welcomes adventurers who are outsiders so long as they desire to help protect the elven realms from this imminent, deadly threat.

GWYNNETH PLOT HOOKS

A Forest Romp (Low Tier). A satyr has been cornered by a group of human Ffolk. It seems as though they are trying to convince the satyr to lead them into the elven realm, to

no avail. High Lady Ordalf does not welcome outsiders, but these Ffolk do not want to take no for an answer. The satyr acts as a willing guide through Gwynneth for adventurers who intervene on their behalf.

A Vale Befouled (Mid Tier). A corrupt creature has tampered with the sacred pools that the druids of this island gather around. Many have fallen ill and no one has identified the source. The corruption, if it continues, could cause devastation in their circles.

Waters Beyond, Wares Below (High Tier). High Lady Ordalf knows of a prophecy that spells her end. She seeks a powerful artifact lost deep under the waters off the shore of the island that is rumored to hold the power to protect her people when she is no longer there to serve them. However, her calling is to stay and protect her people. She wants to outsource the job to a trustworthy source.

KORINN ARCHIPELAGO

The Korinn Archipelago is composed of several small islands north of Alaron. These islands are rocky, rainy, and windswept with few natural resources to offer. The Northlanders who have settled in the archipelago sustain themselves through shepherding and fishing, as well as raiding and pirating when opportunity strikes.

The settlements of the archipelago share Northlander culture, but they are far from unified due to their isolation from each other.

KORINN ARCHIPELAGO SETTLEMENTS

Craftenor, Highport, and Barrett's Quay. These three small island-settlements in the Korinn Archipelago are independent, but trade with each other. This is important due to the limited availability of goods that they cannot procure for themselves on an island with few resources. The dialectics of these regions are slightly different from one another. Daily life is quiet, routine, and marked by superstitions and local legends.

KORINN ARCHIPELAGO PLOT HOOKS

Hungry Hands (Low Tier). Some beast from the craggy hills has been coming down to the villages to kill sheep, goats, and other livestock before dragging the carcasses off into the distance. A threat to the livestock is a threat to the whole archipelago, and the killings cannot continue.

Trick or Treat (Mid Tier). A small island nearby is marked by a ring of standing stones atop it. It is rumored that there is a fey creature here who is either very benevolent or extremely terrible. The island is inhabited by a sea



hag (see *Monster Manual*) and her band of yeth hounds (see *Volo's Guide to Monsters*). The hag is powerful and evil but is not part of a coven. She has little interest in meddling with the affairs of islanders but will balk at nothing to provide food and entertainment for her hounds, who are naturally banished to the Ethereal Plane during the day and can be returned to materiality by their master under the cover of darkness. If the hag is killed, the yeth hounds will seek out a powerful and evil master to replace her.

Employees Only (High Tier). An especially unremarkable shepherd's shed in the hills hides a cave entrance that has been guarded by a long line of Northmen. The cave leads down into a series of sealed catacombs where creatures from centuries past hold dark secrets. Someone has made it past the guardians and broken the seal to the catacombs.

MORAY

Moray is found at the western edge of the Moonshae Isles. The conflicts dealt with on Moray are much clearer and more straightforward than the political struggles of Alaron. Ffolk loyal to the High King are stationed at Caer Moray, a port town serving as the Ffolk's gateway to Moray. The gloomy city of Dynnegall, located farther inland, relies on the port for their supplies. With giants in the Trollclaw Range on the northern end of the island and ogres and orcs in the southern Orcskill Mountains, the Ffolk trying to maintain a foothold on the island have plenty to be wary about from the inhabitants of the surrounding land.

Adding to their troubles is the Black Blood tribe of lycanthropes who lurk in the woods and marshes. Their goal is to summon a manifestation of Malar, god of the hunt and savagery, in the form of Kazgoroth, an evil Tyrannosaurus and enemy of the Earthmother.

MORAY SETTLEMENTS

Caer Moray. As the Ffolk's gateway to Moray, all the Ffolk's external trade and supplies come through this port town, making it an invaluable hub of commerce on the island. Weary soldiers return to the main island of Alaron even as reinforcements arrive to replace them, all in a bid to hold the line against other forces of the island.

Dynnegall. The Ffolk settlement of Dynnegall is characterized by its struggles to survive against an unforgiving island. It is dependent upon the port of Caer Moray, which lies to its immediate north.

MORAY PLOT HOOKS

To the Last Drop (Low Tier). Morale in Caer Moray has been particularly low lately as a ship delivering booze traveled too near the island's craggy coast and was descended upon by a flock of harpies. The trade vessel has been steered into a sheltered cove, and the harpies have been happily feasting upon the sailors and their merchandise.

Were, Oh Were (Mid Tier). Dynnegall town guards have been going missing at a speedier rate than usual. One night, a small boy ran around town exclaiming that he had seen one of the missing persons. A band of lycanthropes have been making off with said guards and infecting them with lycanthropy in a bid to fill out their ranks quietly. They hope to whittle down the number of guards until the town's defenses are weak before attempting a large-scale raid of the town.

Bloody Dealings (High Tier). Rumors have begun circling that the Black Blood tribe is preparing to raise Kazgoroth, a legendary beast feared by the Earthmother-worshipping Ffolk. Concerned citizens in Dynnegall look to hire capable champions to search out the tribe and investigate these rumors. For the sake of Moray and the whole of the Moonshae Isles, Kazgoroth cannot be allowed to come into power once more.

NORLAND

The Northlanders of the Moonshae Isles have their stronghold on the island of Norland. Here, their ruler Jarl Rualt the Wise, king of the Norls, watched as a woman calling herself the Storm Maiden rallied Norls behind her banner and killed two of his heirs in battle. Now, the question of succession hangs in the air, and folk wonder if Jarl Rualt's granddaughter will succeed him. Meanwhile, the Storm Maiden has since disappeared in a shipwreck, but her return is fearfully anticipated as she is said to be unable to drown—a gift from the goddess Umberlee.

Though raiding is an active supplement to trade and an important pillar of their culture, most people who call Norland home are peaceful but wary of strangers, especially as Norland is not under the Ffolk High King's rule. Fishing and trading are key industries, and pirate patrols on the sea are common.

Farther north, beyond the Moonshae Isles, a scattering of additional islands are under Northlander rule. These islands include the more war-like settlements of Ruathym, Gundarlun, Purple Rocks, Tuern, and The Whalebones.

NORLAND SETTLEMENTS

Rogarsheim. Rualt the Wise rules from the capital city of Rogarsheim where Northlanders, Ffolk, dwarves and other races live and mingle peacefully. Small farms dot the land outside the city. Shipbuilding is also an important trade here.

South Jotunhammer Mountains. Colonies of firbolgs and giants live among the peaks of the South Jotunhammer Mountains. In the past, Northlanders and Ffolk alike have tried to push the giant-kin farther back into the mountains, but these attempts have not yet been successful.

NORLAND PLOT HOOKS

Scavenger Hunt (Low Tier). A shipwrecked merchant vessel near the shore has attracted scavengers to the area. Sharks encircle the wreck looking for a meal, while other sea life explores the corridors of the drowned ship. The crest of the ship indicates that the vessel is from a wealthy trading company known to deal in fantastical items for exploitative costs. Nearby Northlanders believe the wreckage might hold treasure for anyone bold enough to brave the dangerous waters.

Court Date (Mid Tier). The granddaughter of Jarl Rualt the Wise, now a young adult, needs allies in her corner if she is to succeed the Jarl as ruler. She's looking to win the

favor of important figures who could sway the general opinion of the residents of Norland and is willing to take on challenges to prove her strength.

Tall Rumours (High Tier). An old, retired Northlander adventurer tells a tale of the firbolgs in the southern mountains. She claims that the firbolgs were making deals with dark fey and trading with corrupt mercenaries. Unbeknownst to the firbolgs, the fey in question seek to eventually eliminate the firbolg communities and claim the land as their own.

OMAN'S ISLE

Once a peaceful island of shepherds, fishers, and gold miners, Oman's Isle is now occupied by fomorian giants. Ships avoid approaching the coast for fear of being struck by a large stone hurled by a giant. Iron Keep, once the seat of power of the island, lies in ruins. It's possible that the rulers of either the Northlanders or the Ffolk would reward adventurers who reclaimed it.

OMAN'S ISLE PLOT HOOKS

A Rocky Situation (Low Tier). A small earth elemental has found itself trapped on Oman's Isle. Seeing the fomorians and giants hurling stones at passing ships, the elemental fears that one day soon it will be next! It knows of a secret cave too small for the giants to enter; a safe haven on an otherwise hostile island that dislikes creatures and earth alike. If adventurers arrive on the island and are obviously not conspirators of the giants, the elemental may seek to provide aid, shelter, or assistance in exchange for the removal of the giants or a an escape from the island for itself.

Tampering (Mid Tier). The druids of Gwynneth gather around moonwells: sacred pools that act as the Earthmother's link to the natural world often ringed by standing stone circles that were erected by their druidic predecessors. The druids have expressed concern that the moonwell of Oman's Isle is being used for evil by an orc shaman with malicious intent. They wish to see the moonwell reclaimed, even if the fomorians are not expelled from the island at this time.

To Soften the Blow (High Tier). Iron Keep was originally a Ffolk castle that became home to the Northlander rulers that occupied the island. The fomorians and giants of Oman's Isle have appointed an ettin and a band of orcs to watch over the keep. Within the keep is an armory not yet broken into. Northlanders say that the armory contains a suit of armor resistant to the heavy blows of giants.



SNOWDOWN

This island is fertile and warm, and has been largely untouched by Northlander raiders and pirates. Because of this, its Ffolk residents have historically kept to themselves, though Amnian traders have increasingly settled on the island. Today, Snowdown is a colony of Amn ruled by an undercover vampire named Lady “Bloody” Erliza Daressin who sits as Viceroy in Caer Westphal. Lady Erliza’s rule is unpopular and she has had to violently suppress several uprisings by dissidents who have had the quiet support of Alaron to the north. Lady Erliza’s support among the Amnian colonists is waning, as even they are hesitant to continue supporting her unless evidence shows itself soon that their efforts will be worth the investment.

SNOWDOWN SETTLEMENTS

Caer Westphal. Caer Westphal is modeled after a smaller version of Alaron’s Caer Callidyr. The city feels despondent, though the citizens cover it with a thin veneer of pleasantries to avoid drawing the ire of Lady Erliza. Her network of spies and informers is extensive, and she’s ruthless in her execution of discipline.

SNOWDOWN PLOT HOOKS

Underground, Undercover (Low Tier). The route that Alaron’s supporters of the Snowdown rebellion had been

using to smuggle aid to the people of Snowdown has been discovered. They began scouting out a new route, but it is blocked by the territory of a small band of unfriendly goblins. Until the route is cleared, the rebels of Snowdown are going to be on their own.

Soggy Salves (Mid Tier). The marshes on the northwestern border of the island are said to contain potent herbs used in healer’s kits—great for stabilization of the wounded in case of emergency. Knowing that rebels could utilize this source to their advantage, Lady Erliza has forbidden the people of Snowdown from entering the marsh. However, unbeknownst to her, several sea trolls have dragged the guards she had stationed there into the sea, leaving the marsh open to explorers for the time being.

Freedom at Stake (High Tier). Lady Erliza is rumored to be touring the countryside to get a personal grasp of the state of her handiwork. The rebels believe she will pass through the two mile wide stretch of land between Caer Westphal and the town of Harloch. If so, that would be an opportune time to catch her with little room for flight. If they can attack while she’s away from her stronghold, they might just have a chance of defeating her entourage and taking her down. But Erliza is powerful, and many rebels have died for lesser slights than an attempted assassination. Though the citizens of Snowdown may not have confirmed that Erliza is a vampire, they do know that the stakes have never been higher.

FACTIONS OF THE MOONSHAE ISLES

THE Ffolk

The human ethnic group known as the Ffolk are largely situated in the southern isles, where they are ruled by High King Derid Kendrick. Generally a peaceful people, they ply their trades at agriculture, fishing, shipbuilding, and commerce. The ambitions of their king are greater, however: High King Derid wishes to reestablish his family's power in the Moonshae Isles and plans to begin by reaffirming his control over the island of Alaron. Though the scope of his ambition is wide, High King Derid does not have an abundance of resources to expend on control and conquest, so he has to concentrate his efforts on small regions for now.

Northlanders have raided Ffolk settlements for centuries and, as a result, are the Ffolk's primary enemy. The Ffolk also contend with dark fey in the woods, dwarf settlements that won't commit to an alliance, and a cold elven queen on Gwynneth who is uninterested in allowing them a foothold on her island, even for an embassy.

THE NORTHLANDERS

Northlanders are largely immigrants who have settled in the harsher climates of the northern islands. Ruled by Jarl Rualt the Wise, Northlanders raise livestock and raid Ffolk settlements. While some have a disposition toward peace, raids are a part of their tradition and culture that extend back centuries. The current Jarl is aging, and he lacks an obvious heir. Many find this worrisome due to the seemingly inevitable return of a powerful warlord known as the Storm Maiden who was lost at sea. While it is uncertain how the balance of power will change, Northlanders know that they can expect to see it shift soon.

The Northlanders compete with the Ffolk for territory, but they have the advantage in their own lands where they are already acclimated to the harsher environment, understand the regions, and outnumber the limited numbers of troops that the Ffolk can bring over at any given time. It is possible that with new leadership Northlanders will take an offensive stance and vie for dominance over more of the Moonshae Isles.

THE FEY

Several groups of fey live throughout the Moonshae Isles. The two most notable are the realms of Sarifal ruled by High Lady Ordalf and the smaller region of Synnoria, tucked into the southern mountains of Gwynneth. High Lady Ordalf would see her fey and elven subjects safe in both Gwynneth and the Feywild and has brought her realm across the boundary between the two in the past. Groups of druids congregate around the moonwells found on Gwynneth and are allied with the fey and the natural beasts of the land. While the druids revere the land and respect these natural and magical resources, other entities would use the moonwells for malicious purposes and seek to take advantage of Sarifal's resources. Sarifal is not an outright enemy of the Ffolk, the Northlanders, or the shield dwarf settlements, but under High Lady Ordalf's guidance the region keeps to itself and pushes away outsiders.

THE VAMPIRE COURT

An ambitious schemer, Lady Erliza seeks to dominate the Moonshae Isles as well as the whole of the Feywild. From the island of Snowdown, Lady "Bloody" Erliza would like to expand her sphere of influence until she is powerful enough to infiltrate the Feywild and conquer it in order to become Queen of the Feywild. Meanwhile, her people are desperate to be free of her brutality. Those she rules over on Snowdown have been rebelling against her oppression. Though they have not been successful, they have the quiet support of the Ffolk of Alaron.



CHARACTER CHRONICLE: THE MOONSHAE ISLES

The chronicle is a system that allows players and Dungeon Masters to work together to build a compelling character story. When used at the beginning of character creation—before the race, class, or background for your character is chosen—the chronicle establishes a character in solid concepts, background, and identity. If you already have a character concept in mind, you can choose options from the tables instead of rolling randomly and ignore anything that doesn't fit your character concept. You may also find yourself changing aspects of your character concept as you create a backstory from these tables. These tables are meant to inspire your imagination, not limit it.

The “Backstory” section of the chronicle settles the character firmly in the Moonshae Isles by establishing their nation, home, settlement, and relationships, as well as the character's connection to their homeland and allies. It offers major events that happened to the character before the campaign begins, allowing the character to take shape via defining events.

The “Omen” section of the chronicle, meanwhile, looks to the future. It offers motivations and goals that drive the character to act as they do and inspires engaging hooks for DMs and players to interact with. It creates the mythic feeling of a character achieving something foretold, and when completed, the prophecy goal rewards the character with a mechanical benefit.

Dungeon Masters can use the chronicle to create engaging villains, each with their own histories and motivations grounded in the land of the Moonshae Isles.

BACKSTORY

Every character has a story before the campaign begins. This section provides a thorough exploration of who they are—their homeland, their previous work, their social status, and their relationships, including both allies and rivals. You then bridge the gap with a fateful event: the moments that took them from their home and carried them off toward adventure.

HOME REGION

Each region of the Moonshae Isles archipelago has the potential to remain distinct from the others. Merchants, pirates, and rulers seeking conquest challenge the barriers of the landscape in order to expand their influence. Adventurers, too, have many potential reasons for traveling between the islands. Each of these regions are described in the “Islands of the Moonshae Isles” section of this supplement. Roll a d100 to determine which region of islands you currently live on. This may be the place you were born, or simply the place you currently call home.

d100	Region
1-25	Northern Isles
26-64	Central Moonshae Isles
65-98	Southern Isles
99-100	A minor neighboring isle



BACKGROUNDS

Your background is how you fit in the misty archipelago of the Moonshae Isles, determining your items, goal, and proficiencies gleaned from your experience. Your background can be rolled randomly on the Backgrounds table or chosen to fit your character's concept and upbringing. This table includes new and adapted backgrounds from this supplement (PP:MI) as well as backgrounds from the *Player's Handbook* (PH). New and adapted backgrounds are described later in the chapter.

d20	Background	Reference
1	Acolyte	PH
2	Charlatan	PH
3	Criminal	PH
4	Entertainer	PH
5	Entertainer (Storyteller)	PP:MI
6	Folk Hero	PH
7	Folk Hero (Fey Hero)	PP:MI
8	Guild Artisan	PH
9	Guild Artisan (Trader)	PP:MI
10	Hermit	PH
11	Noble	PH
12	Outlander	PH
13	Outlander (Feyborn)	PP:MI
14	Outlander (Lycanthrope Survivor)	PP:MI
15	Sage	PH
16	Sage (Fey Researcher)	PP:MI
17	Sailor	PH
18	Soldier	PH
19	Soldier (Earthmother Guard)	PP:MI
20	Urchin	PH

SOCIAL STATUS

The Moonshae Isles distribute peril and prosperity by circumstance, but many strive to break out of the role they were given in life. As an adventurer, you've made this dream your reality. You have a background, and that background has different advantages and disadvantages depending on where you are. The social status associated with your background may change over the course of your story.

Lifestyles across the Moonshaes vary greatly by community. Consider how your backstory helps you fit into your home settlement using the information below. Then use the Social Status Relationships chart to determine how many allies and rivals you'll roll for later in this section.

Northern Isles. The northern isles are a collection of independent Northlander communities that share a common culture. In the harsh climate, Northlanders grow hardy. Strength and resilience are important characteristics to these war-like people, and it is common to encounter followers of Tempus, a god of war. Northlanders are preparing for an upcoming change in leadership, and their values—whether they are more concerned with holding onto their traditions and current way of life or with pursuing their desire to dominate more of the Moonshaes—will vary.

Elven Realms. The elves of Gwynneth value secrecy, safety, and their relationship to the fey forces they share land with. The magical moonwells that dot the land must be protected from corruption. Respect for the land and the preservation of their communities are important to the elves of the Moonshae Isles.

SOCIAL STATUS RELATIONSHIPS

d20	Background	Northern Isles	Elven Realms	Central Moonshae Isles	Southern Isles
1	Acolyte	1 ally (Auril, Tempus), 1 rival (Earthmother)	1 ally (Earthmother), 1 rival (Auril, Malar, Tempus)	1 ally	1 ally (Earthmother), 1 rival (Auril, Malar, Tempus)
2	Charlatan	1 rival	1 rival	1 rival	1 rival
3	Criminal	1 ally and 1 rival	1 rival	1 rival	1 rival
4	Entertainer	1 rival	1 ally	1 ally	1 ally
5	Entertainer (Storyteller)	1 ally	1 ally	1 ally	1 ally
6	Folk Hero	1 rival	1 ally and 1 rival	1 ally	1 rival
7	Folk Hero (Fey Hero)	1 ally and 1 rival	1 ally	1 ally	1 ally
8	Guild Artisan	1 rival	1 ally and 1 rival	1 ally	1 ally and 1 rival
9	Guild Artisan (Trader)	1 ally	1 rival	1 rival	1 ally
10	Hermit	—	1 ally and 1 rival	—	1 ally
11	Noble	1 rival	1 rival	1 ally	1 ally and 1 rival
11	Outlander	1 ally	1 ally and 1 rival	1 rival	1 rival
12	Outlander (Feyborn)	1 rival	1 ally	1 ally and 1 rival	1 ally
14	Outlander (Lycanthrope Survivor)	1 ally	1 rival	1 ally and 1 rival	1 ally and 1 rival
15	Sage	—	—	1 ally	1 ally
16	Sage (Fey Researcher)	1 ally	1 ally and 1 rival	1 ally and 1 rival	1 ally
17	Sailor	1 ally	—	1 rival	1 ally
18	Soldier	1 ally	1 rival	1 ally	1 ally
19	Soldier (Earthmother Guard)	1 ally	1 ally	1 rival	1 ally
20	Urchin	1 ally	—	1 ally	1 ally and 1 rival

Central Moonshae Isles. The central Moonshae Isles are unique in that their physical location does not designate a specific allegiance with one particular faction over the other. These islands are home to a variety of peoples that could be considered “Ffolk,” but who consider themselves to simply be residents of Moonshae. They tend to respect nature and revere the Earthmother.

Southern Isles. Fertile land provides resources and prosperity to the peaceful folk of the southern isles. Craftsmanship is respected, especially in port towns where carpentry, shipbuilding, and fishing are invaluable parts of southern living. Reliable sailors are in great demand by all those who travel through the Moonshae Isles, and there are abundant opportunities for sellswords and mercenaries to find work defending traders from pirates, bandits, and beasts.

HOME SETTLEMENT

Once you have determined your home region and backstory, it is time to determine your specific home settlement. Each settlement is detailed in the “Islands of the Moonshae Isles” section of this supplement. There are a variety of settlements, so only a handful of the primary settlements in each of these areas are listed below.

NORTHERN ISLES SETTLEMENTS

d100	Settlement Name	Type
01–14	Craftenor (Korinn)	Town
15–39	Highport (Korinn)	Town
40–59	Barrett’s Quay (Korinn)	Town
60–00	Rogarshelm (Norland)	City

CENTRAL MOONSHAE ISLES SETTLEMENTS

d100	Settlement Name	Type
01–49	Caer Callidyr (Aларon)	City
50–69	Klythyss (Aларon)	Town
70–89	Caer Moray (Moray)	Village
90–99	Dynnegall (Moray)	Village
100	Oman’s Isle	—

SOUTHERN ISLES SETTLEMENTS

d100	Settlement Name	Type
01–49	Sarifal (Gwynneth)	City
50–65	Synnoria (Gwynneth)	Town
66–79	Myrloch Vale (Gwynneth)	Village
80–00	Caer Westphal (Snowdown)	Town

RACE

Many races co-exist in the Moonshae Isles. The majority of the population is human, but some islands are primarily occupied by elves, giants, and lycanthropes. Halflings and dwarves are common enough, but are much less prevalent than humans. In most published material on the Moonshae Isles, races like orcs and goblins are often antagonistic while elves are highly isolationist. While this information is canonical, the writers of this supplement do not believe that limitations on race should be a barrier to playing what seems fun to you. You should speak with your DM and fellow players to ensure everyone is comfortable with any racial themes in your game.

There are several products that offer a more nuanced take on race in DUNGEONS & DRAGONS:

- [Ancestry & Culture: An Alternative to Race in 5e](#) by Arcanist Press
- [Grazilaxx's Guide to Ancestry](#) by Realmwarp Media
- [An Elf and An Orc Had a Little Baby: Parentage and Upbringing in D&D](#) by Adam Hancock & VJ Harris

SEXISM

Sections of the Moonshae Isles deal in sexist themes. According to published Wizards of the Coast books, for example, the Northlander women are not permitted to raid or even fish. The writers of this supplement do not believe that sex or gender should be a barrier to gameplay. You should speak to your DM and fellow players to ensure that everyone is comfortable with any sexist themes in your game.



FAMILY

Your family are the people closest to you. Most commonly, these are your birth parents and siblings, but they may be anyone that you identify as family. You may have more than two parents if your parents are polyamorous or if they have remarried. Perhaps you were raised by an uncle or close family friend. Similarly, siblings could include step-siblings, half-siblings, or even lifelong close friends.

Familial expectations in the Moonshae Isles vary greatly depending on a person's origin. The Northlanders, for example, certainly expect their children to understand shipbuilding and sailing as well as combat. The traders of the central Moonshae Isles expect the first-born child to learn the family business. For some of the werefolk in the southern isles, familial expectation might begin and end at survival. Work with your DM as you define your family and origin to discuss the expectations your family may have placed on you as you grew up.

Roll twice on the appropriate family chart as determined by your home settlement. One roll determines your number of living parents, and the second your number of living siblings.

FAMILY SIZE (VILLAGE, TOWN)

d100	Number of Parents	Number of Siblings
01-10	3 or more	2d4 + 2
11-50	2	2d4
51-89	1	1d4
90-00	0	0

FAMILY SIZE (CITY)

d100	Number of Parents	Number of Siblings
01-05	3 or more	2d4 + 2
06-60	2	2d4
61-80	1	1d4
81-00	0	0

FAMILY MEMBER TRAITS

Once you've determined the size of your family, choose the gender and age of each family member.

POWERFUL FAMILY RELATIONSHIPS

Your family forms your earliest, and possibly strongest, bonds and rivalries. Roll a d3 to determine the number of powerful family relationships you have. Roll once on the Family Relationships table for each powerful family relationship you have.

FAMILY RELATIONSHIPS

d100	Relationship
01-10	Your family member disapproved of a relationship you held with a member of a rival family. Gain one rival.
11-20	Your family held better relations with one of the other cultural groups of the islands than your own. You gain one ally from a cultural group other than your own.
21-30	After a clumsy mistake in your childhood, you accidentally revealed one of your family's trade secrets. This family member has never forgiven you, and swears you will never join the family business. Gain one rival.
31-40	This family member died. This caused a schism between you and another member of your family. Gain one rival.
41-50	Foreigners are uncommon in the islands, to the point you've become fascinated with the culture of a visiting dignitary. Your obsession has ostracized this family member from you. Gain one rival.
51-60	After an attack nearly decimated your homestead, only you and this member of your family remain in good health. Gain one ally.
61-70	Your ancestral home is somewhere on Gwynneth. One of your relations has reached out to you, asking for your help to reclaim it. Gain one ally.
71-80	Last full moon, this relation went missing. You were the one that found them in the morning, atop a humanoid that had been torn to pieces. You refused to hand them over to lycanthrope hunters. Gain one ally.
81-90	This family member said they found a lost moonwell. You refused to believe them, and they were captured by fomorians. Now most of your family hates you. Gain one rival.
91-00	A great burden has been placed by an elder of your family onto both you and another member of your family. Rather than compete with each other, you've decided to work together to achieve your goal. Gain one ally.

ACQUIRED ALLIES & RIVALS

This section will help you define any allies or rivals you gained based on your background and homeland. Roll once on the Ally Relationships table or the Rival Relationships table for each of your allies and rivals gained from your background. Alternatively, you can work with your DM to define relationships meaningful to your character's story.

Once you've determined your relationships, roll for each of your allies and rivals on the Ally and Rival Identities table to define their game statistics. This table includes monsters and NPCs from the *Monster Manual*.

Some particularly powerful allies and rivals cause a fateful moment in your backstory. Learn more about fateful moments in the next section.

ALLY RELATIONSHIPS

d100	Relationship
01-10	You came across this traditionally evil creature, and showed mercy when they were obviously no threat. After rolling on the Ally and Rival Identities table to determine this ally's identity, roll 1d6 and add the following creature type to their identity if it is not already present: Fey (1-2), Giant (3-4), Lycanthrope (5-6).
11-20	Your ally became sick at a very young age, and you took them under your wing. After a while, they got better and you've been inseparable ever since.
21-30	This ally is an exceptional artist, someone who you admire and who inspires you greatly.
31-40	You shared a romantic relationship with this ally. You ended up not being right for each other, but you became the best of friends; so close you're family.
41-50	You nearly made a mistake you couldn't have taken back. You stared into the abyss until it was nearly too late, but this ally saved you and your soul.
51-60	Due to differences with your family, you left home at a very, very young age. You probably would've ended up dead if this ally hadn't taken you in and trained you. They're more of a parent to you than your actual parents.
61-70	You started as pen pals by accident, wayward letters errantly delivered. Over years, your bond became so close, you're practically siblings.
71-80	Witnessing you in action, you gained your biggest fan. This ally would follow you to the ends of the world, just because you asked.
81-90	This ally is as skilled as you, but you find yourselves in constant competition. When the chips are down, you know they'll never abandon you, but sometimes you wonder.
91-00	A great magical event bound you and this ally together. The start of your relationship was rocky and uncertain, but you made it through that magical event together. Its effects have been broken, but somehow you're closer than ever.





RIVAL RELATIONSHIPS

d100	Relationship
01–10	You're always trying to be the best, and yet every time you beat your best, this rival has already surpassed your new record.
11–20	You were cursed by a powerful fey. You were able to have the curse moved to a rival, who rightfully blames you for their misfortune.
21–30	On the battlefield, you felled a knight. The knight's squire witnessed your kill and vowed that they would one day kill you to avenge their master.
31–40	This rival wants to know more about a secret your family holds.
41–50	This rival cheated you out of a lot of money. Worse than the lost coins, your reputation was ruined to the point that you had to move.
51–60	This ally-turned-rival was someone you once trusted—until a new friend of theirs twisted them into hating you.
61–70	A deranged mind touched by the far realm, your rival is exceptionally skilled and sees you only as competition to be beaten, while you would rather see them cured.
71–80	A violent warlord went on a rampage, destroying most of everyone and everything you cared about. That day, it was the warlord who gained a rival: you.
81–90	A long time ago, there was a castle far, far away. Your rival found a prophecy there foretelling their doom at your hands.
91–00	This rival has been raised to treat you as the enemy.

ALLY & RIVAL IDENTITIES

d100	Stat Block
01–05	Commoner
06–10	Acolyte
11–15	Bandit
16–20	Bandit Captain
21–25	Berserker
26–30	Cultist
31–35	Cult Fanatic ; gain one fateful moment
36–40	Druid ; gain one fateful moment
41–45	Gladiator
46–50	Guard
51–55	Knight
56–60	Priest
61–65	Scout ; gain one fateful moment
66–70	Spy
71–75	Tribal Warrior ; gain one fateful moment
75–80	Veteran
81–84	Mage
85–88	Fomorian ; gain one fateful moment
89–92	Assassin
93–94	Dryad ; gain one fateful moment
95–96	Werewolf or Werebear (DMs choice); gain one fateful moment
97–98	Green Hag or Annis Hag (DMs choice); gain one fateful moment
99	Archmage ; gain one fateful moment
00	Kazgaroth (use Tyrannosaurus Rex statistics); gain one fateful moment

FATEFUL MOMENTS

Fateful moments are the important turning points where the path of your life twists to that of an adventurer. This moment may be fantastic or mundane, but it always sets you on a journey that will lead to greatness.

Roll once on the Fateful Moments table for each moment you gained from your allies and rivals in the previous section. If the fateful moment grants you a proficiency you already have, choose any proficiency of the

FATEFUL MOMENTS

d20	Event
1	Traveling, you were ambushed by a pack of wolves. When all seemed lost, a hooded figure appeared and the wolves left. You searched for your savior, but only found a leaf made of gold.
2	You were captured by giants while traveling with a merchant caravan. You slipped your bonds and freed their captives, overthrowing the brutes. You recovered one uncommon magic item of the DM's choice from their treasure.
3	After sipping from a hidden spring found deep in a forest, you have realized you can cast <i>speak with animals</i> at will.
4	You were searching for lost livestock when a torrential downpour forced you into a cave. Inside was an elven cache, including a loaf of bread that regrows every dawn if even a thumb sized amount remains.
5	You stumbled upon an ancient fey citadel. Despite being abandoned, a throne there hummed with power. Sitting upon it, you were infused with knowledge of all things magical. You gain proficiency with Intelligence (Arcana) checks.
6	You're a consummate swimmer and found a fey tower that had crashed into the water. Rescuing the relics found within and returning them to their people, you were blessed as a reward. You gain proficiency with Constitution saving throws.
7	You were in a horrible boating accident caused when musical voices enchanted the crew and they steered directly into jagged rocks. Somehow, you awoke back home the next morning. Your hair stands on end whenever fey are within 60 feet of you.
8	While travelling you came across a group of lycanthropes in control of their curse. You stayed up all night and shared stories. They ensured you safely reached your destination. You gain proficiency with Intelligence (Nature) checks.
9	Your family has tended livestock your whole life. Late one night, you looked out the window and saw an elf speaking to one of your lame animals who was to be slaughtered. The next morning, the animal was no longer lame and had newfound vigor and intelligence. Choose a Large horse or Medium dog to be your mount.
10	While exploring, you came across a ring of fairy stones, arranged in a circle. The fairies found you amusing, and taught you how to return to this place. You've learned to cast <i>word of recall</i> with the fairy circle as your sanctuary. Once you cast it, you cannot cast it again in this way for a week.

same type (armor, skill, language, tool, or weapon). If the fateful moment doesn't make sense for your character (for example, if your siblings perished but you don't have any siblings), roll a new event or work with your DM to smooth out the details. As always, you may forego rolling if you would prefer to work with your DM to create a fateful moment specifically tailored to your character.

d20	Event
11	You chased a horrible beast away from a traveling wanderer you met on the road. Roll on the Ally and Rival Identities table to determine who the wanderer was. They teach you proficiency with Strength (Athletics) and Wisdom (Survival) checks.
12	A strange bird, larger than a horse, flew down from the sky. It was injured, but healed rapidly. You stayed to protect it, and it left with you an egg that is always warm to the touch. You have resistance to cold damage.
13	You contracted a magical disease as a child. With practice and patience, a visiting shaman helped you learn the skills you needed to remove it. Gain proficiency with Wisdom (Medicine) and Intelligence (Religion) checks.
14	Foraging too far from home, you came across a horrible otyugh! Thankfully, one of its previous victims was equipped well, and you were able to grab their weapon. Defeating the monstrosity, you earned your reward. You gain proficiency with one weapon and light armor.
15	A druid being hunted by goblins hid at your home for ten days. After the goblins gave up their search, the druid showed you how to cast <i>druidcraft</i> . Once cast this way, you cannot cast the spell again until you complete a long rest.
16	Joining a Feywild revelry, you disappeared for years without having aged a day. Your body no longer seems to outwardly age.
17	While walking along a shore, you watched a ship in the distance sink after being struck seven times by lightning. Shortly after, a small dog washed up on shore, seemingly unbothered by the events, having decided you were their new master.
18	Your shadow left one day. You were shunned by many for lacking a shadow (they thought you were a demon). After ten days, your shadow returned and now has the ability to interact with objects within 5 feet of you. You learn the <i>mage hand</i> cantrip which you can cast without verbal or somatic components, but it has a range of 5 feet when you cast it.
19	A legend about your family seems to be coming true with every action you take. Your relatives outfitted you handsomely to see what would happen next. You have 100 gp, traveler's clothes, and a journal containing a copy of the legend.
20	Kazgaroth destroyed a town before your eyes. The horrible beast left destruction behind it unlike any you've ever seen. You'll never be caught in a situation like that again. Whenever you make an initiative check, you add your proficiency bonus to it.



FAVORITE FOOD

Depending on your home settlement, food in the Moonshae Isles may be plentiful or very, very scarce. Roll on the appropriate table or select or create a favorite option of your own.

Northern Isles. The northern isles are a difficult region to grow food in, so the people who call it home live primarily off of fishing. Sheep live well in the region's steep terrain, and occasional trade ships bring more exotic goods in as a rare delicacy.

Moonshae Isles. As the largest and most central isles, the islands in this region see the most trade and therefore the most imported foods. Most survive on fish, but the forests and flatter terrain allow for a variety of livestock and vegetables to flourish.

Southern Isles. The most fertile in the Moonshae region, the southern isles provide a wealth of vegetables to supplement the staple foods of fish.

FAVORITE FOODS (NORTHLANDER ISLES)

d8	Food
1	Cod cakes and broccoli
2	Smoked bass and sweet carrots
3	Lamb chops and mint.
4	Pollock and clam stew.
5	Fried mackerel with tubers.
6	Eel meat, barbequed.
7	Ham steaks and citrus fruit.
8	Crab cakes, with local herbs.

FAVORITE FOODS (CENTRAL MOONSHAE ISLES)

d8	Food
1	Bark soup served with raw vegetables.
2	Fruit and bread loaf.
3	Steamed cockles.
4	Boiled meatballs (usually lamb or pigs liver) with onions.
5	Mashed tubers and vegetables in flakey pie.
6	Rabbit, served on toasted bread with melted cheese.
7	Tuber stew with bits of onions and pork. Traditionally with cheese melted on top.
8	Roasted lamb with a local sauce.

FAVORITE FOODS (SOUTHERN ISLES)

d8	Food
1	Bread bowl with beef and vegetable stew.
2	Black sausage and eggs.
3	Pork chops and mashed tubers.
4	Smoked salmon and toast.
5	Salted herring.
6	Crab meat served with garlic butter.
7	Folded cheese pastries.
8	Cabbage wrapped meats and rice.

MYSTERIOUS SECRET

Mysterious secrets are yours, and yours alone. You may possess a strange object or be keeping a deadly secret. How you choose to use these secrets is entirely up to you. Roll once on the Mysterious Secrets table or work with your DM to create a secret.

MYSTERIOUS SECRETS

d20	Secret
1	I have memorized the family trees of the fey, Ffolk, and northlanders. I know each family, down to the last fourth-removed cousin.
2	I found an amulet washed up on the beach. It glows gently at night, as long as it spends the whole day in the sun.
3	Whenever I'm alone near water, my childhood imaginary friend manifests, breaking the surface of the water to their neck.
4	I'm in possession of a map that details not the location of an elven citadel, but the time when it will appear.
5	I have a hand-shaped stain on my back. Each day, it holds up a different number of fingers from the day before.
6	I witnessed a person made of water get up out of a lake and walk into a forest.
7	Late one night, a flaming sphere crashed down in the distance, leaving a trail behind it in the sky that lasted almost all night.
8	My irises in my eyes become shaped like dragons when I get angry.
9	While others dream (or have nightmares) when they sleep, my mind is transported to another plane of existence. I've been mapping this other place in a journal for years.
10	I unerringly know what the weather will be like within the next 6 hours, even if I can't see the sky.
11	As a baby, I was left on the doorstep of my childhood home. My parents kept it from me for years and years.
12	No one believes me, but I saw a creature native to a distant land here in the Moonshae Islands.
13	Whenever I touch metal items, they briefly charge with electrical energy.
14	My blood is bright blue.
15	Waking late one night, I heard a voice whisper in the darkness. I followed it for what felt like days, before finally collapsing from exhaustion. When I awoke, I was home again.
16	After a night's rest, I always awaken to a small, smooth stone in my hand.
17	When I'm in a panic, light dims around me, allowing me to blend in to the shadows a little more.
18	I have a family heirloom. I don't know what it does, but no matter what I do to get rid of it, I wake up with it on my person.
19	For no reason I can imagine, if I snap my fingers and point at an animal, they look at me and make whatever noise they're capable of making.
20	My family holds the location of a moonwell, hidden in a nursery rhyme I was told when I was younger.

OMEN

Omens are portents of a character's future.

Omens are things that you want to achieve over the course of a campaign. Write down three: a short-term, medium-term, and long-term omen. You don't need all of them at character creation; just a short term omen is enough until you get a better sense of your character and the world they live in.

Each omen should have two parts: a goal, and a consequence of that goal. The consequence can be good or bad, but try to think creatively about what could come from reaching that goal. Omens will help keep your character motivated and working towards something, and they give the DM a way to shape their story in ways that include your character and their goals. When writing your omens, look back at everything your character has become in previous sections and try to think of omens that create a narrative link.

If you need inspiration, we've provided several omens in the Omen Inspirations table. If something doesn't fit perfectly, fine-tune it, roll again, or work with your DM to determine your character's omens.

OMEN INSPIRATIONS

d20	Omen
1	I will rid these isles of the fomorian menace, once and for all. To do so will threaten my life.
2	I will unify the jarls under one banner, one nation of Northlanders. Undoubtedly, this will upset the balance of the isles.
3	To pledge my life to the service of the fey lords of Gwynneth is my only desire. However, my connections ensure this decision is a political nightmare.
4	I will claim a great source of fey magic. Doing so will unknowingly unlock power within the fomorians.
5	The beast Kazgaroth never slumbers long. I want to slay it once and for all. Undoubtedly, his followers will want to do the same to me.
6	The presence of the Earthmother must be felt on every inch of our isles. By spreading her word, I will no doubt upset those who wrongly worship lesser beings.
7	Moonwells are powerful sources of magic. I want to build a keep around one and keep it for my own. Doing so will create powerful rivals.
8	There is an aspect of the Earthmother, a whale which roams the seas around our islands. What does godflesh taste like, I wonder? What will the druids who worship her do to me when I try it?
9	There is a fighter who once bested me, endlessly roaming the isles. They claim to be immortal, and that they can only be defeated by someone more skilled at the blade than they are. I will defeat them, but it might mean taking their place.
10	The legacy of the wizard of Flamsterd is all but unknown. I wonder who will oppose me when I take it for my own?

FOR THE DUNGEON MASTER

The omens your players create will help you shape their personal narratives within your campaign. Consider how long your story is and try to pace characters' stories out evenly throughout the game. It can be interesting to follow one character's strong narrative arc, but remember to communicate with your players to make sure everyone gets an equal turn in the spotlight.

OMEN REWARDS

When a player completes an omen, they gain a reward of the DM's determination. Any of the following are suitable rewards for completing a goal, or the DM may decide on unique rewards of the same general level:

- For the next 1d10 days, the character has advantage on saving throws against environmental effects
- For the next 1d4 days, the character's weapon attacks deal an extra 1d6 damage of the weapon's type
- For the next 1d10 days, the character gains inspiration whenever they finish a long rest

d20	Omen
11	There are many ancient ruins on Gwynneth. I know the fey lords will object, but I'm taking one for my own.
12	The Sword Coast is an economic powerhouse. I will create a commerce network that extends to every shore of every island here, and every city there. Of course anti-Amnian protesters will want to stop me.
13	Many magical items were lost in the borders of the fey kingdoms. I'll make myself rich by smuggling them out of the islands, even if it paints a circle on my back for every elven arrow on the island.
14	Secrets to be found in ruins that have crumbled into the sea whisper to me, even though their recovery might mean doom for all of the isles.
15	I will discover the oldest ruin in Moonshae. Doing so will accidentally release an army of sleepless dead, who will spread across the Moonshae like a plague.
16	Lycanthropes are a natural part of the balance of our islands. I want to gain this curse for myself. However, it will mean a life where I am forever hunted.
17	An unknown city lies under one of the islands, but finding it will unleash a long forgotten terror upon the isles.
18	I will stand before Bane, Malar, and any other evil god who dares bring their presence to our lands and defy them, even if it means others will suffer due to my choice.
19	A powerful weapon lies buried within a lost elven tomb, guarded by an ancient being. I will recover the weapon, regardless of this threat.
20	A magic woven by my own hand will summon the terrifying beast known as Kazgaroth.

BACKGROUNDS

ADAPTING BACKGROUNDS

All of the backgrounds from the *Player's Handbook* fit within the Moonshae Isles. However, we have provided a few alternative options for adapted backgrounds that fit more specifically within this harsh environment.

ENTERTAINER (STORYTELLER)

Amid the fey and Ffolk, a story can be as good as any currency. Whether trained or natural-born, you have a gift with weaving tales that can take you far in the Moonshae Isles. You understand that life is but a tale, and you see the natural patterns among all things. A life is only worth the stories that are told of it.

FOLK HERO (FEY HERO)

You do not come from noble blood, but your actions have already inspired adulation towards you from the fey. People of your home village know that you are destined for greatness, and you are considered to be blessed by the fey.

GUILD ARTISAN (TRADER)

So close to Amn and the Sword Coast, the Moonshae Isles are flush with valuable goods. You are capable of making deals and moving goods across land and seas. Most regional goods of the surrounding area are known to you, and you can tell an item's quality with ease. You are no stranger to the risks undertaken by traders.

OUTLANDER (FEYBORN)

You were raised among the fey creatures of the Moonshae Isles. In your time, you have seen magical wonders that most only dream of, literally. You have developed a deep and intimate bond with the Isles as well as the fey creatures that call it home. You often struggle to understand the ways of more 'civilized' people, whose lives often conflict with the natural order of the world.

OUTLANDER (LYCANTHROPE SURVIVOR)

You have spent most of your life living among the many lycanthrope tribes of the Moonshae Isles. You may or may not be one of them, but you know their bestial ways well. You have a strong kinship with the land, but that kinship is tainted by the blood and violence you have witnessed so frequently.

SAGE (FEY RESEARCHER)

With their elusive and shifting nature, fey are notoriously difficult to study. Nevertheless, you have committed yourself to learning all you can of the Feywild and its denizens. Fey researchers often struggle to attain the same recognition as those in other fields of study, but those that have a kinship with fey and patience to spare often find themselves rewarded with the most secret of knowledge.

SOLDIER (EARTHMOTHER GUARD)

A trained defender of the Earthmother, you have been trained to defend without killing or destroying. You know the Earthmother's teachings well: nourish the living, and do not destroy that which is natural and good. You are trained in combat, but your skill is tempered with the knowledge that all life is sacred.

FURTHER READING

Sword Coast Adventurer's Guide by Wizards of the Coast
Forgotten Realms Campaign Setting (3rd Edition)

by Ed Greenwood, Sean K Reynolds, Skip Williams, Rob Heinsoo

Backdrop: Moonshae Isles by Shawn Merwin, *Dungeon Magazine* #196

The Wyrms Who Watches: Nymmurh by Ed Greenwood and Sean K Reynolds, *Dragon Magazine* #250



Your heroes are built, so it's time to adventure! Check out

THE KELPIE'S SHADOW

on Dungeon Masters Guild. This adventure is designed for new level 1 heroes. It utilizes many of these themes and factions introduced in this Player Primer and provides several hooks to continue an ongoing campaign.

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